ANDROID™

NETRUNNER™

THE CARD GAME

Blood and Water

For hundreds of years, humanity has looked to the fourth planet, Mars, as a source of mystery and adventure. Once upon a time, stories of little green men and invaders from Mars were the height of science fiction. Such wonder faded as satellites and rovers explored the Martian surface, but Mars never lost its hold on the human imagination. Today, human beings have not only colonized this world, but the colossal task of terraforming the Red Planet is underway. This new, semi-lawless frontier remains one of the most challenging environments for civilization, yet the hardy Martian settlers have managed to defy the odds and thrive.

Status Report: Project Ares

The development of Project Ares continues to meet or exceed expectations. Under controlled conditions, prototypes have demonstrated combat effectiveness 78% higher than the mercenaries in our control group, and 35% higher than the M-5 Manticore Combat Exosuit. In the latter case, we attribute the results largely to the Ares unit's neural channeling and combat subroutines.

To confirm these results and ensure maximum efficiency in the final model, we have initiated testing of the warroid neural channeling and programming in non-combat models. These subjects have far surpassed expectations for the respective models. These results have been referred to our Security Solutions division to explore potential application in home and personal defense, espionage, and counter-intelligence.

The "combat paralysis" issues identified in earlier prototypes have now been resolved. The team determined that the issue stemmed from the modified First Directive, which mandated that the warroid not harm, or through inaction allow harm to come to, its commanding officers or human allies. This proved overly restrictive due to the number of variables in a combat environment, necessitating removal of the "inaction clause" (the combat subroutines fulfill much the same goal). After further adjustments to the unit's IFF system, we predict friendly fire incidents in live combat conditions will fall within the acceptable range.

Credits

Cycle Design and Development: Damon Stone with Philip D. Henry

Editing: Jacob Morris

Expansion Graphic Design: Mercedes Opheim

Graphic Design Manager: Brian Schomburg

Art Direction: Taylor Ingvarsson

Managing Art Director: Andy Christensen

Producer: Damon Stone with Erik Dahlman

Original Game Design: Richard Garfield

Android: Netrunner Game Development: Lukas Litzsinger

Android Universe created by: Kevin Wilson with Daniel Lovat Clark

Android Story Team: Daniel Lovat Clark, Michael Hurley, Lukas Litzsinger, Katrina Ostrander

Android: Netrunner Graphic Design: Michael Silsby with Chris Beck, Shaun Boyke, Dallas Mehlhoff, Andrew Navaro, and Evan Simonet

Production Management: Megan Duehn and Simone Elliott

LCG Manager: Chris Gerber

Creative Director: Andrew Navaro

Executive Game Designer: Corey Konieczka

Executive Game Producer: Michael Hurley

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ADN46
Blood and Water

Publisher: Christian T. Petersen

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